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FIRST THINGS FIRST

Before you can install the MONOPOLY TYCOON CD-ROM game, make sure your computer at least meets the minimum system requirements.

Minimum System Requirements

Operating System: Windows® 95/98/Me
 Processor: Pentium® II 233 MHz or higher
 Memory: 64 MB RAM
 Hard Disk Space: 90 MB Free
 CD-ROM Drive: 4X Speed
 Video: 8 MB Windows® 95/98/Me - compatible video card*
 Sound: Windows® 95/98/Me - compatible sound card*
 DirectX®: DirectX® 8.0a version (included) or higher

Recommended System Requirements

Operating System: Windows® 95/98/Me
 Processor: Pentium® II 266 MHz or higher
 Memory: 64 MB RAM
 Hard Disk Space: 200 MB Free
 CD-ROM Drive: 8X Speed
 Video: 16 MB Direct3D - compatible video card*
 Sound: Windows® 95/98/Me - compatible sound card*
 DirectX®: DirectX® version 8.0a (included) or higher

** Indicates device should be compatible with DirectX® version 8.0a or higher.*

SETUP AND INSTALLATION

1. Start Windows® 95/98/Me.
2. Insert the MONOPOLY TYCOON CD-ROM game disc into your CD-ROM drive.
3. If auto-play is enabled, a title screen should appear. If auto-play is not enabled, double-click on the "My Computer" icon on your Win95/98/Me desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file in the install folder of the MONOPOLY TYCOON game disc and double-click on it.
4. Follow the remainder of the on-screen instructions to finish installing the game.
5. Once installation is complete, double-click on the MONOPOLY TYCOON game icon (if you chose to install a shortcut on your desktop during installation) to start the game. You may also start the game by clicking on the Start button on your Win95/98/Me taskbar and choosing Programs/Infogrames Interactive/MONOPOLY TYCOON/MONOPOLY TYCOON.

Note: You must have the MONOPOLY TYCOON game disc in your CD-ROM drive to play.

Installation of DirectX®

The MONOPOLY TYCOON CD-ROM requires DirectX® version 8.0a (included) or higher in order to run. If you do not have DirectX® version 8.0a (included) or higher installed on your computer, click "Yes" when asked if you would like to install it.

THE README FILE

The MONOPOLY TYCOON CD-ROM game has a ReadMe file where you can view updated information about the game. To view this file, double-click on that file in the MONOPOLY TYCOON directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\MONOPOLY TYCOON). You can also view the ReadMe file by first clicking on the Start button on your Win95/98/Me taskbar, then on Programs, then on Infogrames Interactive, then on MONOPOLY TYCOON, and finally on the ReadMe file item. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

BUILD THE EMPIRE OF YOUR DREAMS!

Build a business empire from Pall Mall to Piccadilly — one business at a time. The MONOPOLY TYCOON CD-ROM game features all the risk taking and deal making of the original MONOPOLY board game — and so much more!

Explore MONOPOLY CITY and get to know its inhabitants as you discover profitable business opportunities. Create businesses, attract the most customers and generate the cash you need. Compete for control of entire industries and city districts. With opportunities and pitfalls at every corner, it's up to you to out-manoeuvre up to five other would-be tycoons determined on bankrupting you. Don't stop until you own it all!

LAUNCHING MONOPOLY TYCOON

When you first launch the MONOPOLY TYCOON CD-ROM game, a dialogue box will appear offering the following choices:

Play MONOPOLY TYCOON

Click on this button to go to the Main Menu screen. (If you want to get right into the game, please see Quick Start on page VII.)

Configuration

Click on this button to open the Options Selector window where you can configure the following presentation aspects of the game for your computer:

Renderer API

This will default to the option that is most applicable to your hardware setup: Direct 3D if you have a suitable 3D card, or Software if you are running the game without the benefit of a 3D video card.

Options

Select 16-bit graphics if you are experiencing poor performance; select 32-bit graphics for smoother colour definition.

From the two pull-down menus, select your video card and your choice of resolution and colour depth. The higher the resolution, the crisper the image will be. However, on slower machines, this may cause the frame rate to drop.

Sound

This section shows the currently selected Sound Driver and whether or not 3D sound is selected. You can also choose to turn the music and sound on or off.

Done

Click on this button to return to the previous menu.

Uninstall MONOPOLY TYCOON

Click on this button to uninstall the MONOPOLY TYCOON CD-ROM game from your computer. Simply follow the on-screen prompts.

Exit

Click on this button to exit the game and return to your Windows® desktop.

SETTING THE GAME OPTIONS

From the Main Menu you can access the settings screen and adjust the following options:

Sound

Both the music and sound volumes can be adjusted here.

Graphics

These options can be used to increase the speed at which the game runs.

- Detail Options determines how much extra detail is drawn in the 3D world
- Filtering Type is an advanced option for hi-end graphics cards
- Draw Distance changes how far into the distance the 3D world is drawn

Gameplay

These options adjust the camera, and mouse settings.

- Auto Camera Rotate - determines how the camera is positioned when a building is selected.
- Invert Vertical Camera Movement - alters the way in which the right mouse button and mouse up and down adjust the camera position.
- Hardware Cursor - is used to select between hardware and software cursors for increased mouse responsiveness.
- Mouse Sensitivity - adjusts the speed at which the world is rotated when the right mouse button is held down.

Board

This allows for different sets of street names from around the world to be used in the game.

Credits

Press this button to see a list of the people that worked on this product.

TUTORIALS

You can access a variety of gameplay-related tutorials from the Main Menu. Simply click on the Tutorials button to gain access to the Tutorial List.

To view a tutorial, click on the desired tutorial name and then click the OK button. Note: Clicking on the Back button will take you back to the Main Menu.

To learn more about the different tutorials, see Fact File 6: The Tutorials on page 51 of the online manual.

QUICK START

When you first launch the game you will be taken to the New Player Registration screen where you must enter a name for your player profile.

Your profile will be updated each time you play the game and, in effect, becomes your personal MONOPOLY TYCOON record. From the Player Selection screen you can select your profile, add new profiles or delete existing ones.

PLAYING THE GAME

After you have selected a player profile, the Main Menu screen appears. We strongly recommend that you view the MONOPOLY TYCOON Tutorials before playing the game for the first time. Note: The other Main Menu choices are described throughout this manual under their own sections.



STARTING A SINGLE-PLAYER GAME

From the Main Menu, click on the Single Player button to bring up the single player Scenario Selection screen. At first you will only have access to the first scenario. Like all scenarios, you can play the first scenario at one of three difficulty levels: Easy, Medium or Hard. We recommend that you select Easy for your first game.



Scenario Description

Click on the first scenario, called Starting Out, and then select a difficulty level.

Note: The default is Easy. The information on the right side of the screen describes your objective for that scenario.

Winning Cups

Each of the difficulty levels has a trophy cup associated with it: Easy – Bronze Cup; Medium – Silver Cup; Hard – Gold Cup. When you complete a scenario as a winner, you will be awarded the difficulty level's relevant cup. The corresponding cup slot next to the scenario name will then be filled with your cup. This will become a permanent record of your success in that scenario.

Character Selection

Once you've selected a scenario, click on the OK button. This will take you to the Character Selection screen. Click on the left and right arrows beneath your player name to select the character you want to represent you during play. A general description of that character will appear in the Your Character window.



Note: There are no computer-controlled opponents for you to worry about in the Starting Out scenario. In later scenarios, however, computer-controlled opponents will fill some of the player slots. Click on their images to see their profiles.

Once you've selected your character, click on the Start button.

Winning the First Scenario

The first scenario was purposely designed to be fairly easy at all three difficulty levels. Your challenge is straightforward — make a target number of sales. The premise is fairly basic. If you build some stores, people will come to shop. When people shop, they spend money. You are free to build any of the available store types. When you've made the required number of sales, which can be anything from bread to furniture, you will have successfully completed the scenario.

Playing the Game

All it takes is a few clicks of the mouse to play the MONOPOLY TYCOON CD-ROM game! Don't worry if you find it a little daunting at first. Things will fall into place very quickly.



Feast your eyes on the playing field — MONOPOLY CITY. If you look closely, you'll see cars and people busying themselves in the streets below. This is the stage upon which you will strive to make your fortune!

Hints and Tips

As you play through the first five scenarios, a gameplay tip will occasionally appear on screen. These tips serve as prompts to help you move along in the game.

CONTROLLING THE ACTION

USING YOUR MOUSE

Single Left-click:

Use to select an item — anything from a city block, to an individual business, to a menu option. Simply move the cursor over the relevant object and single-click with the left mouse button.

Note: The cursor will change shape (pointer, block or building), depending on the object it is over.

Double Left-click:

Use to carry out a particular action. For instance, double-clicking over a business will bring up its corresponding Business Adjustment Panel (described on page XIII), while double-clicking over a block when in City View (described on page XIV) will cause the camera to zoom in and focus on the selected block.

Right-click and Hold:

Use to rotate around a block when in Block View (described on page X). Left and right movement of the mouse, while the right button is held in a clicked state, will cause the view to rotate left or right, respectively.

Simultaneous Left- and Right-click and Hold:

Click and hold both the left and right mouse buttons and then move the mouse to move the camera view left, right, forward or backward.

USING YOUR KEYBOARD

Other than the hot keys described on page 50 of the online manual in Fact File 5: Hot Key Support, the keyboard works just like a standard keyboard. Use it to enter names and to chat over a Local Area Network (LAN) or the Internet. See Chat on page 23 of the online manual.

A GUIDED TOUR OF THE GAME

THE MAIN GAMEPLAY SCREEN

This screen typically features a distant, angled 3D view of MONOPOLY CITY — a metropolis with a life all of its own. During play, click on individual buildings, an entire city block, or even the people themselves. What you select determines what you will see next.

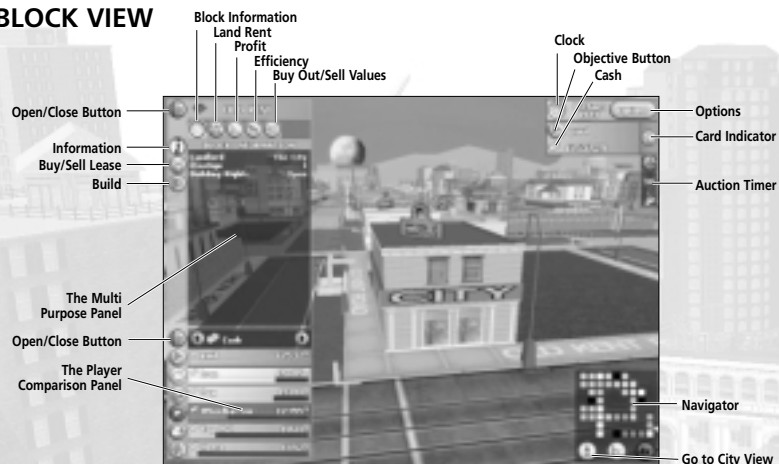
Note: You must hold down the Shift key to select a citizen.



BLOCK VIEW AND BUSINESS VIEW

There are two basic views that you can switch between during play: Block View and Business View. The game screen will change to match your selected view.

BLOCK VIEW



In Block View, accessed by clicking on a street name, the camera is positioned to show the scope of an entire city block. In Business View, accessed by clicking on a particular building, the camera zooms in to focus on the selected business. To rotate the selected view, hold down the right mouse button and move the mouse left, right, up or down.

BUSINESS VIEW



X

THE MINI MAP

The grid of small, coloured squares in the bottom right corner of the screen serves as a mini-map to help you navigate around the city.

Each square, colour-coded to the property colours from the original MONOPOLY board game, represents a city block. Click on a square to be taken to its corresponding location within the city. To see a "floor plan" of the entire city, click on the Compass button. This is known as the City View, which is described in detail on page XIV.

Compass Button



THE OPTIONS PANEL

This panel (located at the top-right corner of the screen) shows the following information:

- Your name
- Your player icon
- Your current bank balance
- The current time and year
- Whether or not you have a Chance card

Note: The Card button lights up when you have a Chance card. One card is given to each player every game day (approximately every 10 minutes). See Fact File 4: The Chance Cards on page 46 of the online manual.



Card Button

Scenario Reminder

If you ever forget which scenario you are playing, click on your player icon to bring up the Scenario Reminder panel.

In-Game Options

Click on the Options button to access the In-Game Options screen described on page 17 of the online manual.

THE PLAYER COMPARISON PANEL

This panel, located in the bottom-left corner of the screen, shows a comparison of all the players. Click on the arrow buttons to scroll through the following comparison parameters:

- Cash
- Number of Businesses Owned
- Today's Profit
- Empire Value
- Yesterday's 6 a.m. Costs
- Election Rosettes (when applicable)
- Number of Sales

Note: In each comparison parameter, players and amounts will be displayed in descending order, from highest to lowest.



XI

THE MULTI-PURPOSE PANEL (MPP)

This panel, located in the upper-left corner of the screen, has many functions. In a nutshell, it serves as the Information/Command Centre for every selectable object in MONOPOLY CITY, including entire city blocks and individual businesses.

As an example of the MPP's function and power, let's focus on one of the most important activities in the game — constructing a new business.

Constructing a New Business

This five-step sequence shows how the Multi-Purpose Panel is used to construct a Book Store.



1. With the Regent Street block selected, the MPP shows details of this particular city block. The last of the three buttons to the left of the panel is the Build button.

Note: You must have a city block selected for this button to be available. Click on the Build button to start the construction process.

2. Next, choose between Retail and Residential. Basically, do you want to construct a retail business or an apartment? In this example, since you want to build a Book Store, simply click on Retail.

3. You are now presented with a complete list of retail store options. Since you know you want to build a Book Store, select it from the Select a Business list.

Note: It is usually a good idea to group daytime stores together on one block, and nighttime stores on another. This, however, is only a general rule. Mixed blocks can be made to work.

4. You now need to determine the exact location of where you want to build the Book Store. Each type of store has a range of footprints or floor plans. Drag a dimensional base plate by clicking with the mouse and dragging. When the base plate changes from red to white, you know you have selected a legal base plate and position for that type of business. Simply let go of the mouse to make the selection.

5. Before finalizing your building, make any desired adjustments to the number of Floors, the Build Quality and the Build Style. Note: Adjustment of the number of Floors and Build Quality affects the cost of construction and the capacity of the store. Build Style adjustments do not affect the construction price of the building.

These calculations are displayed at the bottom of the panel. When you're satisfied with all of your adjustments, click the Accept button to activate the Book Store's construction.



The new Book Store now sits proudly on the corner of Regent Street. Click on the Book Store to select it. The green "bounding box" surrounding the building and the new information displayed within the MPP confirms your selection.

Adjusting the Prices and Stock Level

Having built a Book Store, you'll probably want to tinker with the price settings and stock ordering. Select the Book Store and then click on the Business Adjustments button (the orange button marked with a plus and minus sign to the left of the MPP). If you prefer, simply double-click on the Book Store itself. This, too, will bring up the Business Adjustment Panel, where you can tinker to your heart's content.

Here's a basic overview of how the Business Adjustment Panel works in relation to your new Book Store:

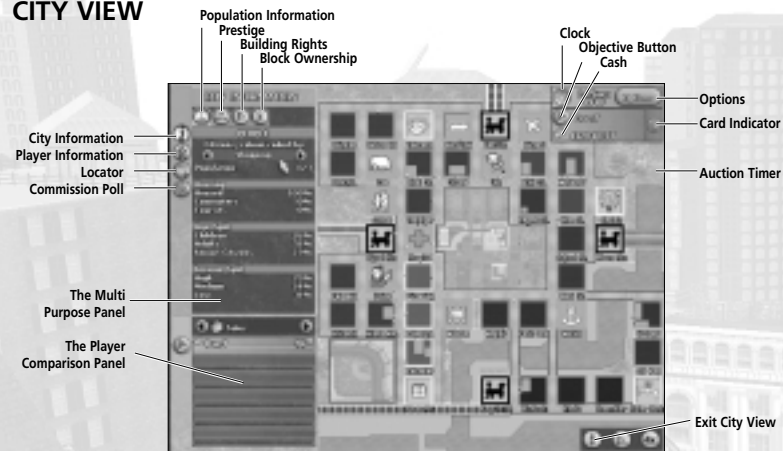


- Without consideration for the fixed overhead of the store, like rent and utility costs, the profit you will be making on each sale is the difference between the 'Cost Per Item' and the 'Selling Price.' In this example, you can see that the default mark-up for a Book Store represents an £8 profit per book. Not bad!
- You can control the number of books you stock each day by changing the number in the 'Stock I Want' column. Simply click on that column's plus or minus button. Your new Book Store is set to order to its maximum capacity of 24. 'Stock I Have' is simply the number of books you have in store at the moment. In this example, it currently reads 8, which means you have already sold 16 of the 24 today!
- If you sell out you might want to consider raising the Selling Price a bit. If sales are slow, you might want to reduce it.
- Clicking on the Apply button will apply the changes you've made without closing the panel. Clicking on the OK button will also apply the changes, but will close the panel as well.

CITY VIEW – THE BIGGER PICTURE

Clicking on the green compass button (located just below the Mini Map) takes you to the City View, where every block, building and citizen is quantified and qualified.

CITY VIEW



City View gives you access to a lot of useful data on the city itself, with the MPP providing access to most of this information.

For example, the information displayed on the screen shown above includes the current population of the city, the housing status of the people, the number of daily commuters, and even the number of tourists that visit the city each day.

In addition, there are details regarding such things as the age split of the city's population and the citizens' income levels. Note: Click on the small scroll arrows in the PEOPLE section of the MPP. The citizen markers on the map will become colour coded to show the locations of the different types of people based on the selected parameter.

THE ORANGE BUTTONS

The orange buttons to the left of the MPP provide access to different categories of information about the city. Click on a button to activate it. Some of the more frequently appearing buttons are as follows:



City Information

This is home to a range of general information about the city, like the population breakdown described in the example above. This button works in tandem with the green Information Central buttons described on page XV.



Player Information

This button shows you information about each of the players in the game and the state of their business empires.



Business & Commodity Finder

This button gives you access to the Business Locator and the Commodity Locator, which is quite useful when trying to locate your chief source of retail competition.



Consumer Polls

This button takes you to the consumer-polling panel. If a city block has one or more apartment blocks on it, it is worth carrying out a consumer poll to determine what it is that the people living on the block actually want to spend their money on. When you click on the Poll button, all apartments in the city pulse on the city map. If you click on one of the blocks containing an apartment, the MPP will display the commodities that the people living there actually need. Polling is instant and costs nothing. It is often beneficial to poll a number of neighbouring blocks to get an overview of demand in the area.

THE GREEN BUTTONS (Information Central)



When in City View, the green buttons at the top of the MPP provide access to specific information. One of these buttons is always active. Selecting a different button will change the information displayed in the MPP. Important! The selection of green buttons changes to reflect the orange button that is also currently selected.

Note: Holding your mouse cursor over a button will make its descriptive text box appear.

Leaving the City View

You can leave the City View in one of three ways:

- By clicking on the green compass button underneath the Mini Map (which will return you to the block you were on before you accessed the City View).
- By double-clicking on any of the city blocks in the City View map of the city (which will zoom in on the selected block).
- By selecting businesses and blocks from listings in the MPP.

CONGRATULATIONS! YOU NOW KNOW THE BASICS!

ON LINE MANUAL

The instruction manual can be found in files on the CD-ROM.

To view these files, double-click on the "My Computer" icon and select the CD-ROM drive.

Click on the right mouse button and select "Open".

Double-click on the "extras" folder where the "acrobat reader" and "Manuals" folders are located.

In "acrobat reader" you will find the installer for the software program, which will allow you to view the game manual in the "Manuals" folder.

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